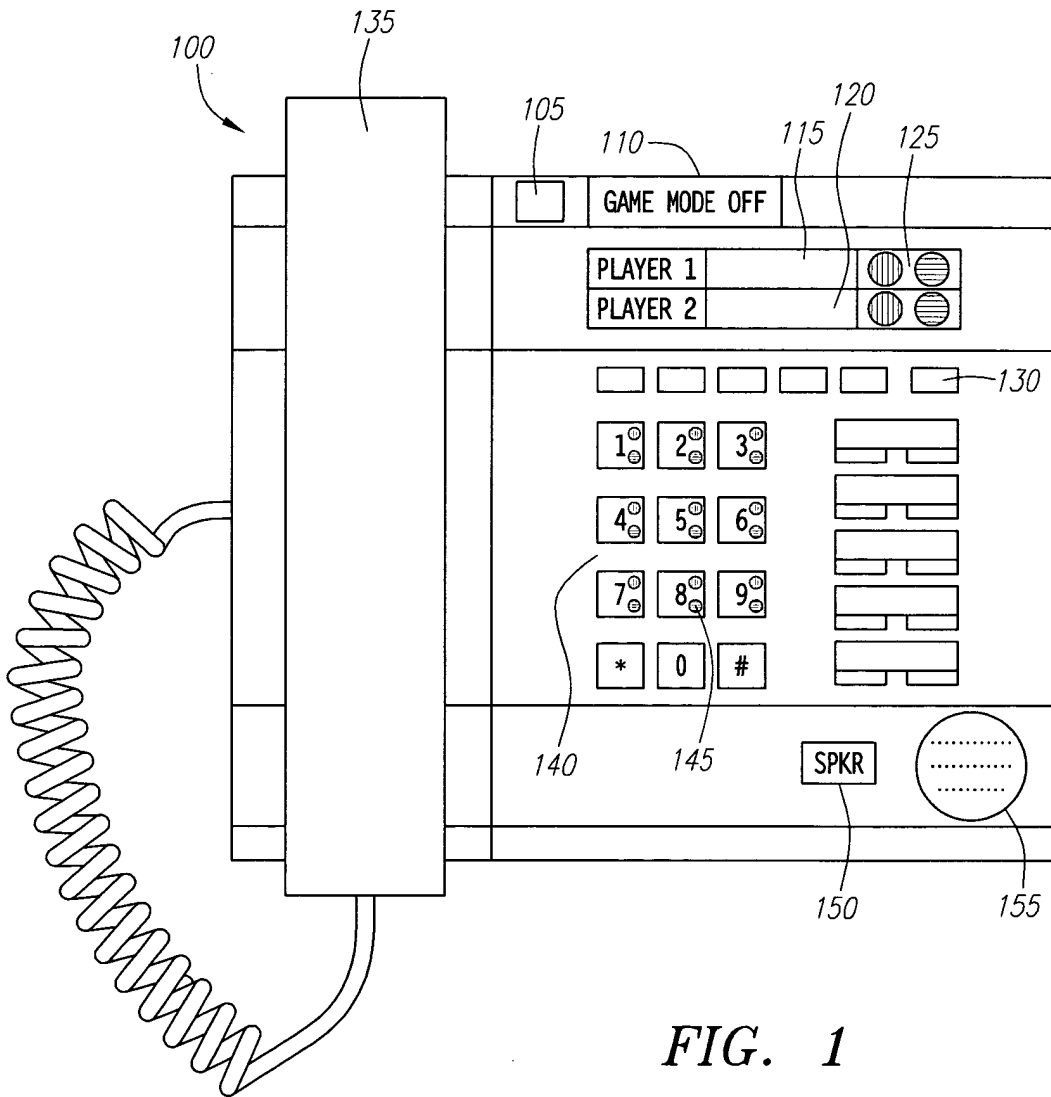


APPENDIX A



Approved
4-15-04
SET

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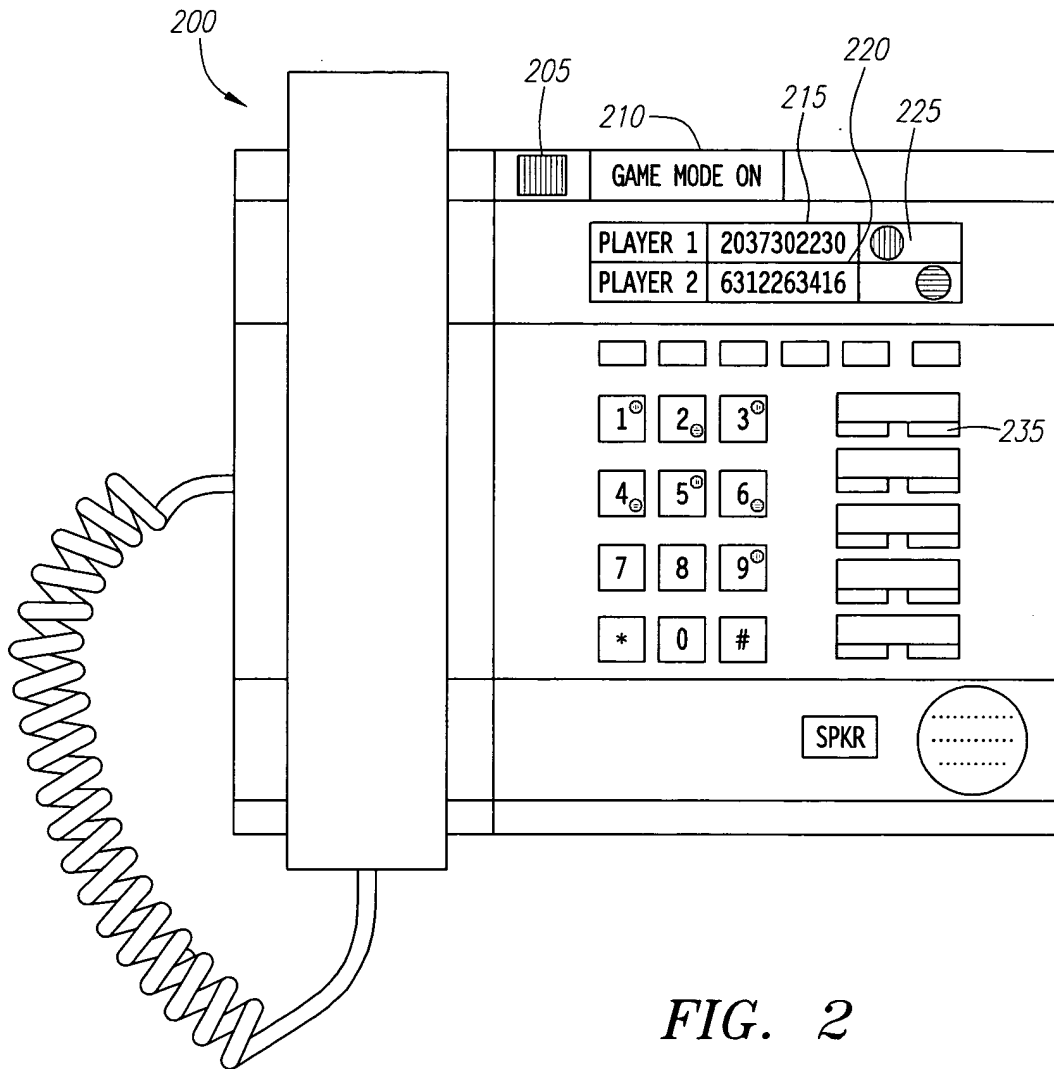


FIG. 2



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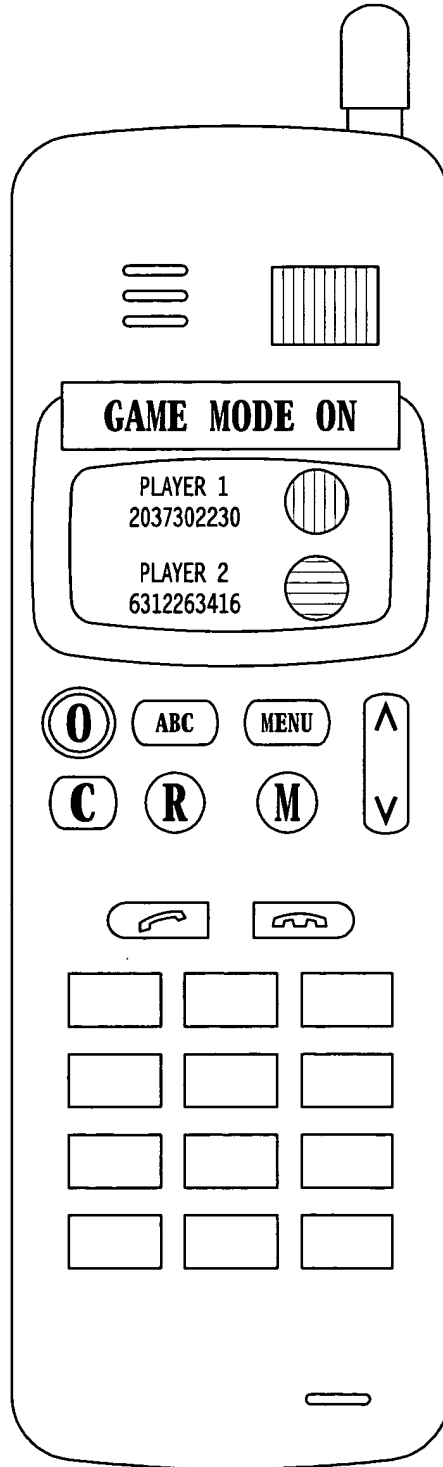
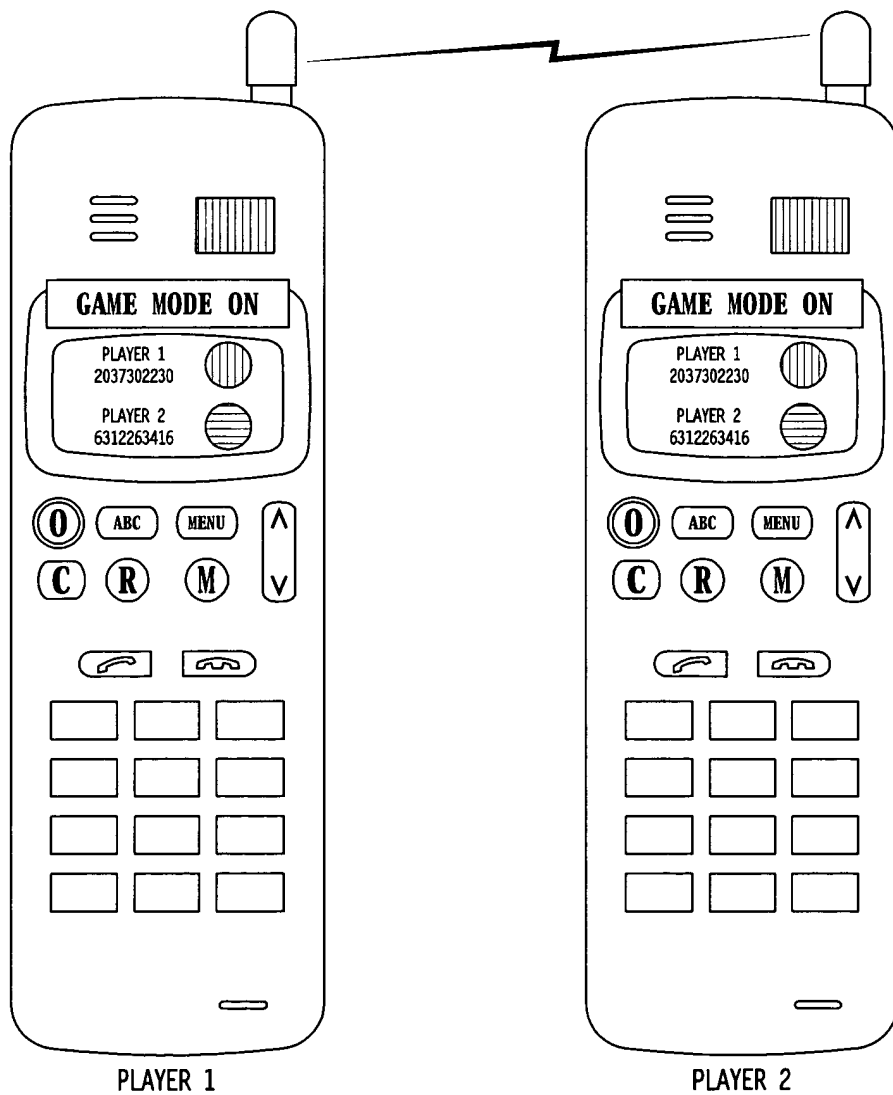


FIG. 3



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FIG. 4





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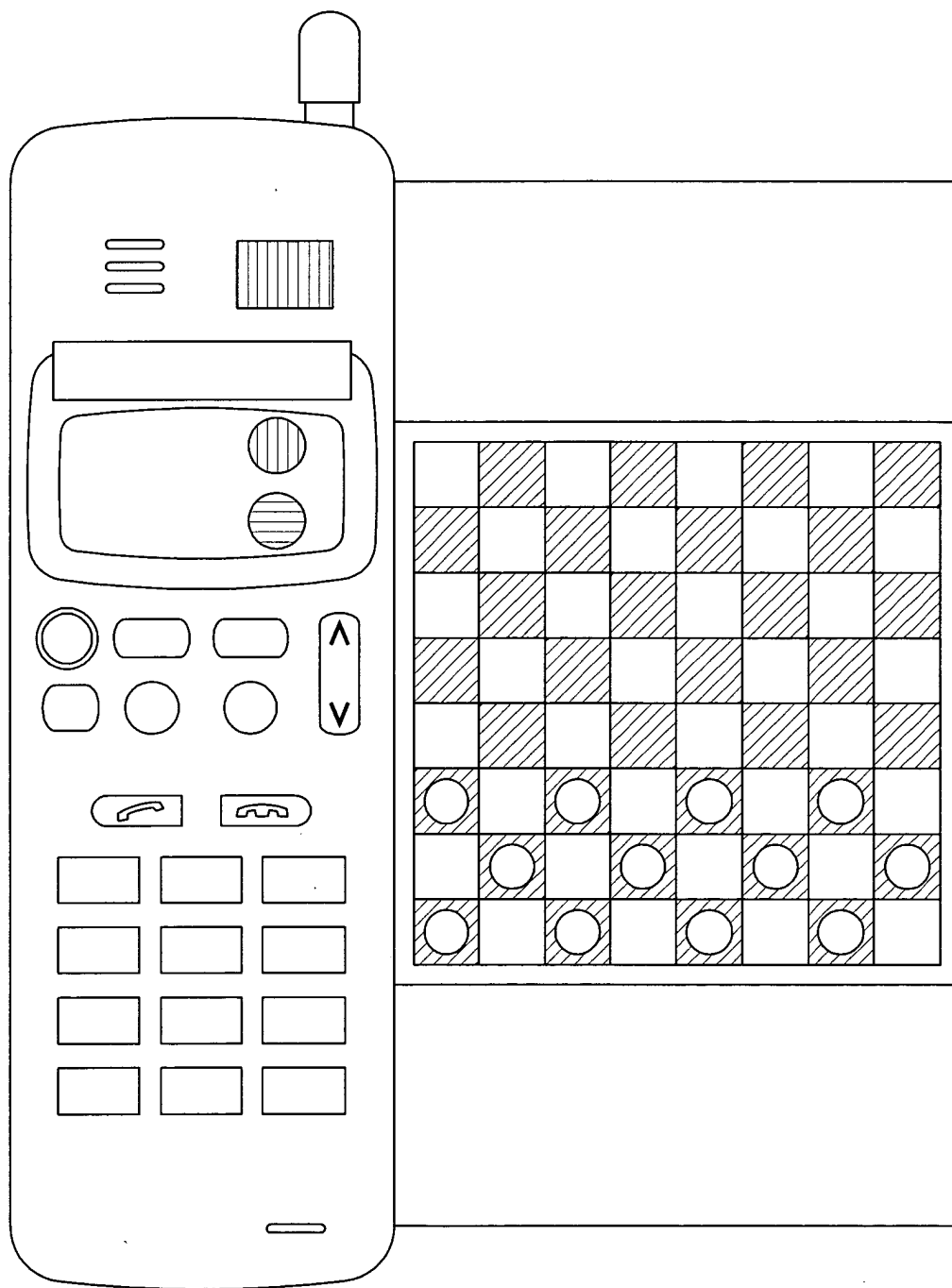


FIG. 5A



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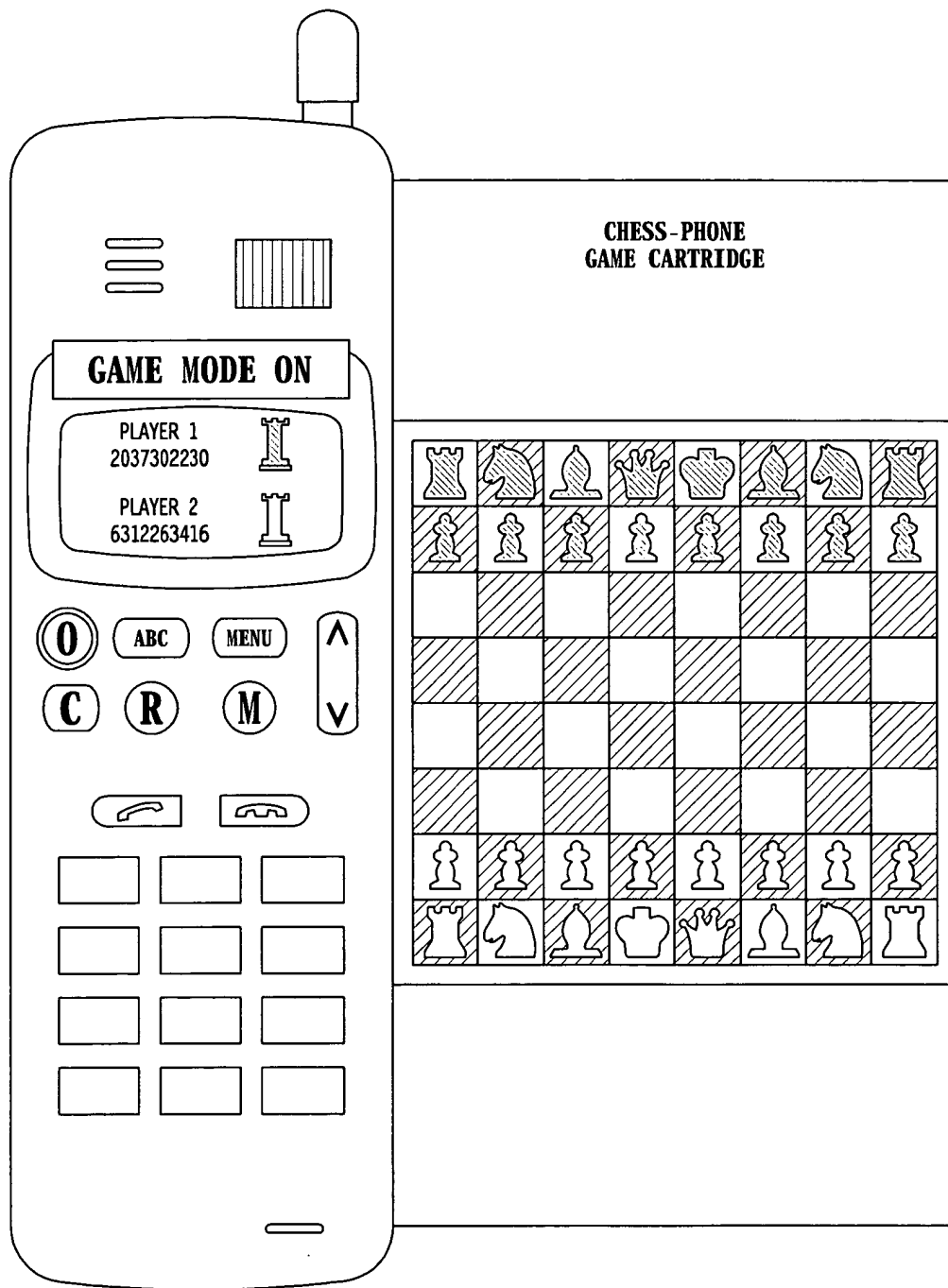


FIG. 5B



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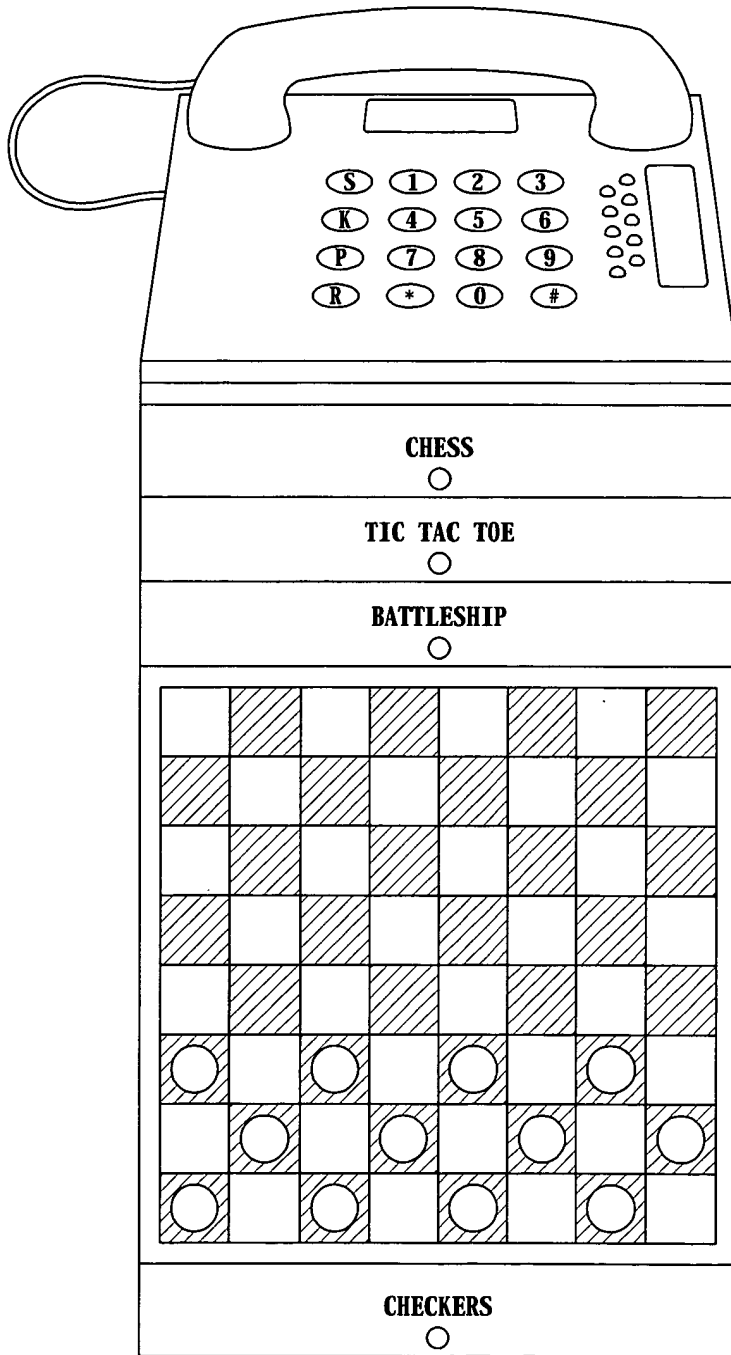


FIG. 6

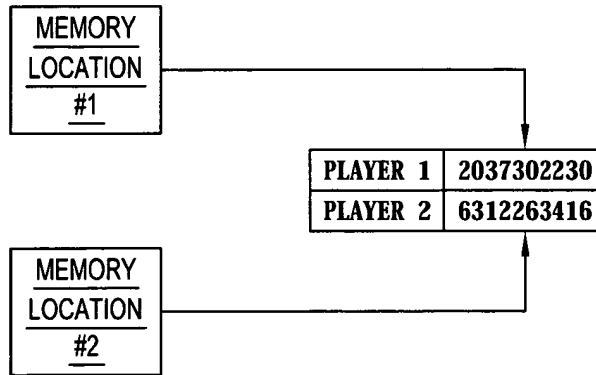


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LOGIC FOR DISPLAYING PLAYER IDs AT EACH PLAYER'S TERMINAL

MEMORY STORAGE LOCATION #1
TELEPHONE NUMBER OF PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #2
TELEPHONE NUMBER DIALED BY PLAYER'S TERMINAL
MEMORY STORAGE LOCATION #3
CALLER ID OF OTHER PLAYER'S TERMINAL

IN TERMINAL PLACING OUTGOING CALL



IN TERMINAL RECEIVING INCOMING CALL

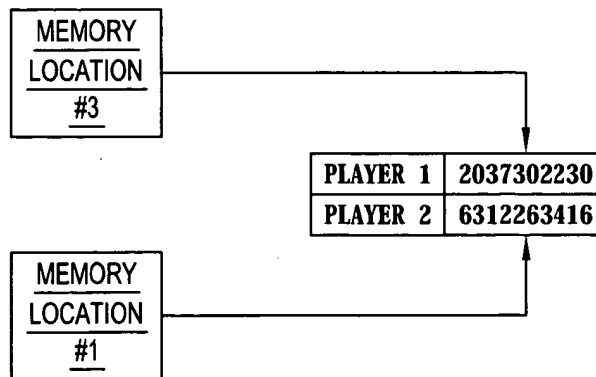


FIG. 7



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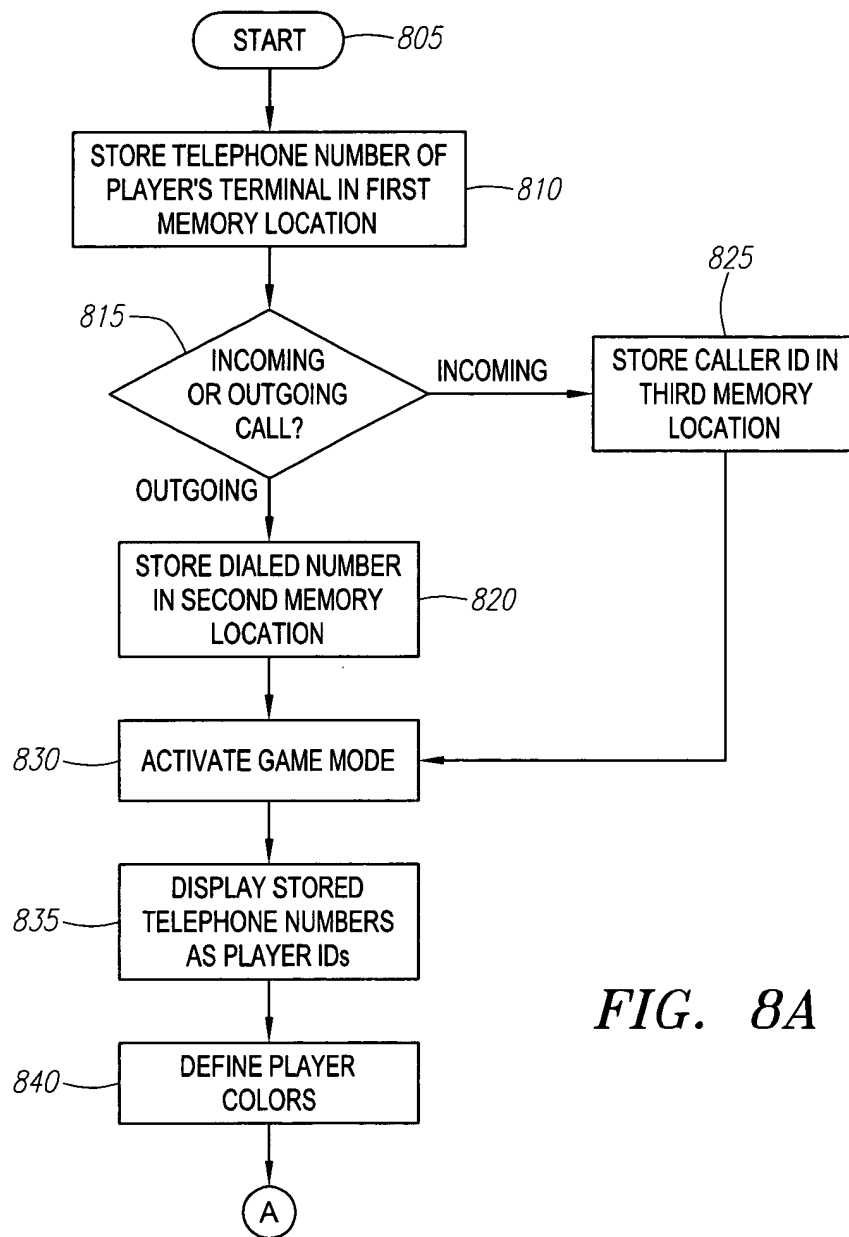


FIG. 8A



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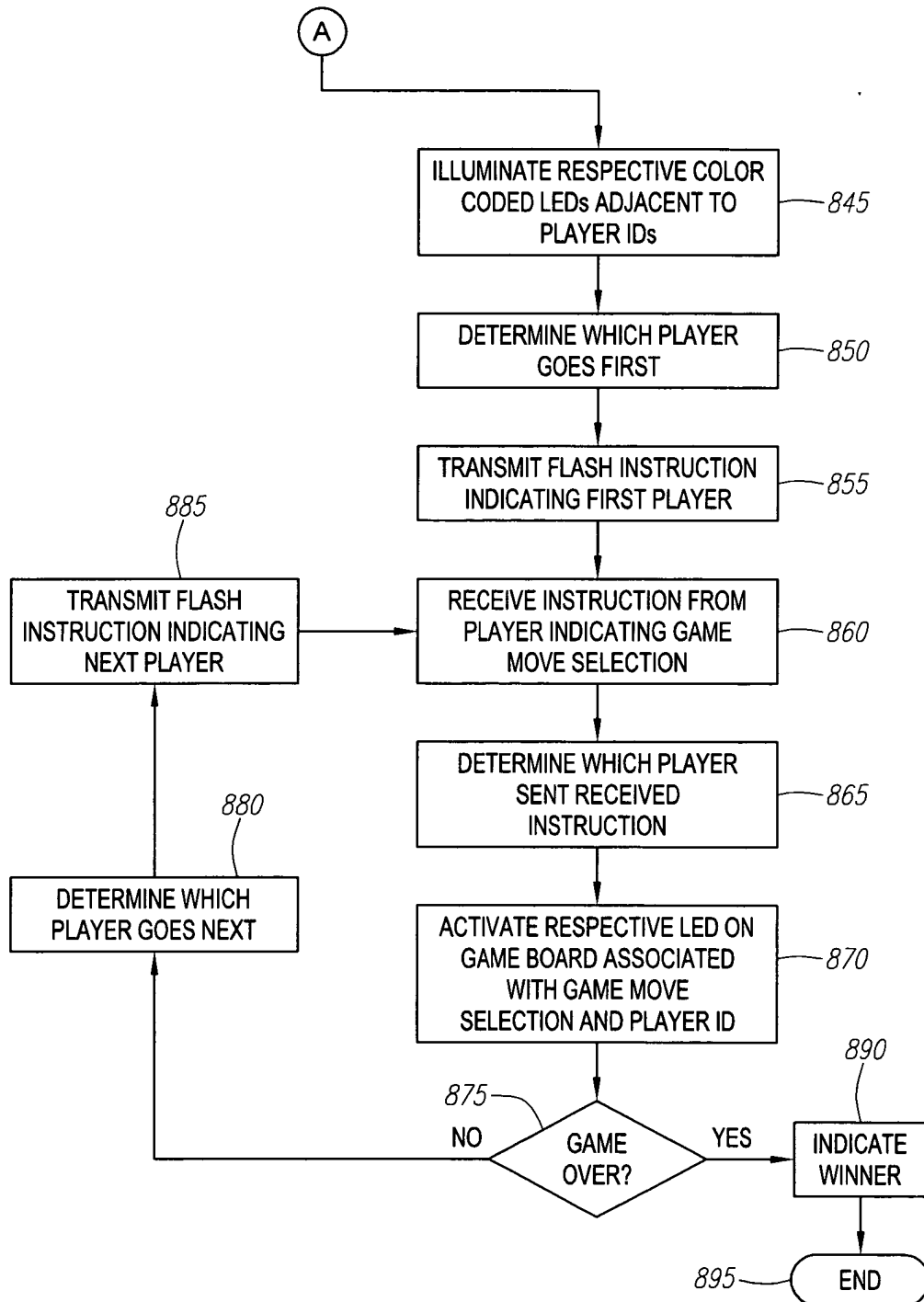


FIG. 8B



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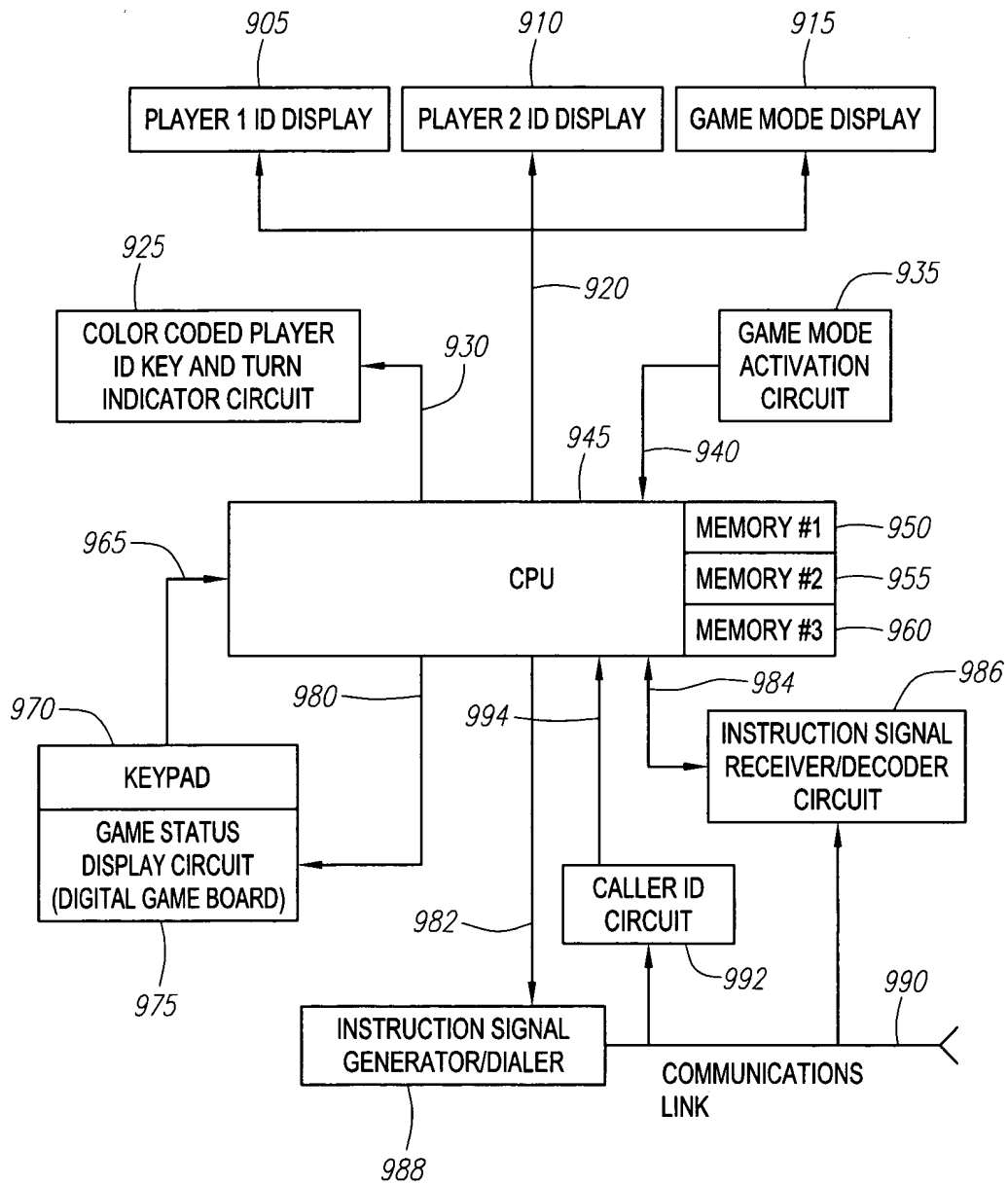


FIG. 9



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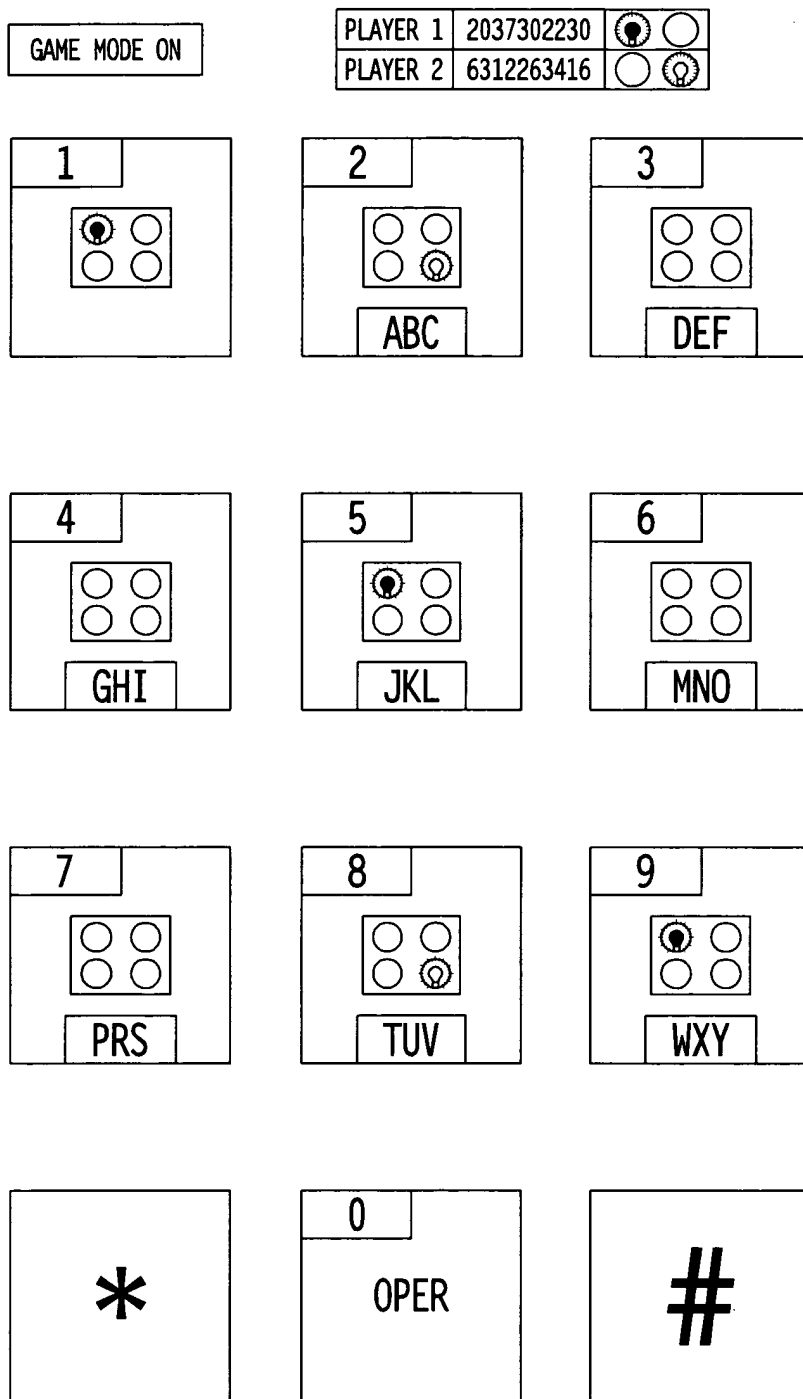


FIG. 10



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GAME MODE OFF

PLAYER 1		
PLAYER 2		

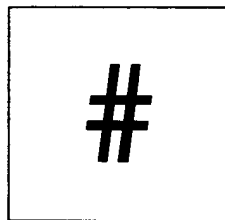
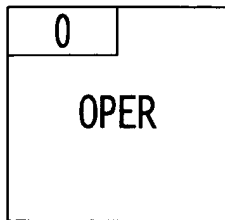
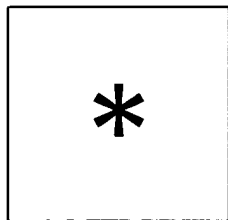
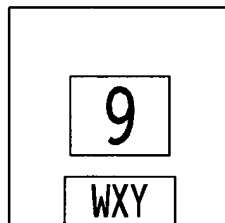
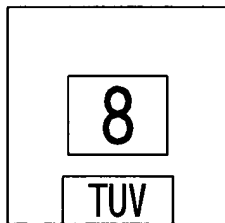
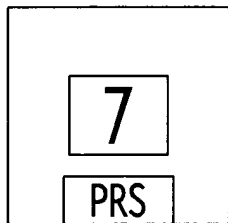
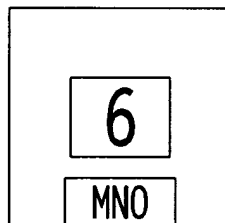
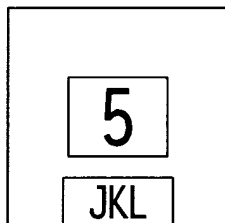
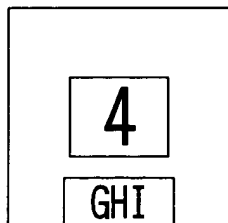
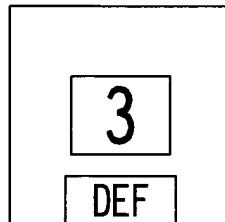
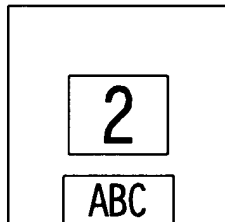
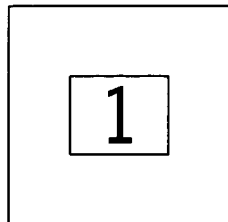


FIG. 11



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GAME MODE ON

PLAYER 1	2037302230	X
PLAYER 2	6312263416	O

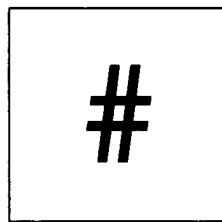
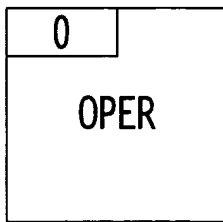
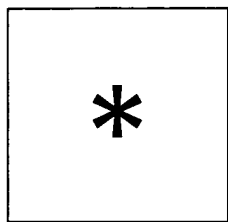
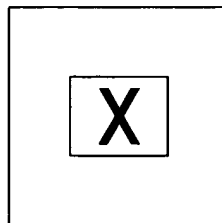
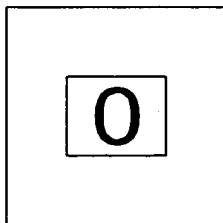
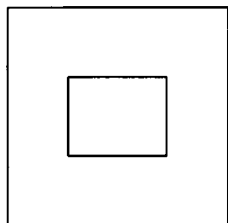
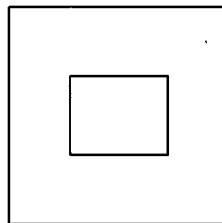
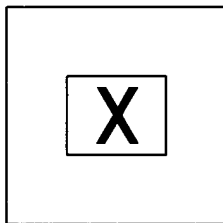
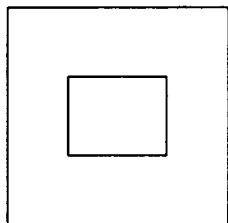
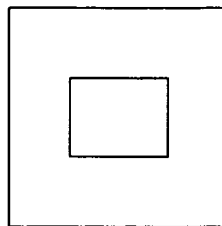
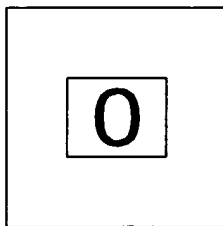
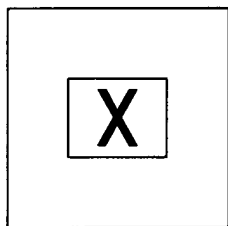


FIG. 12